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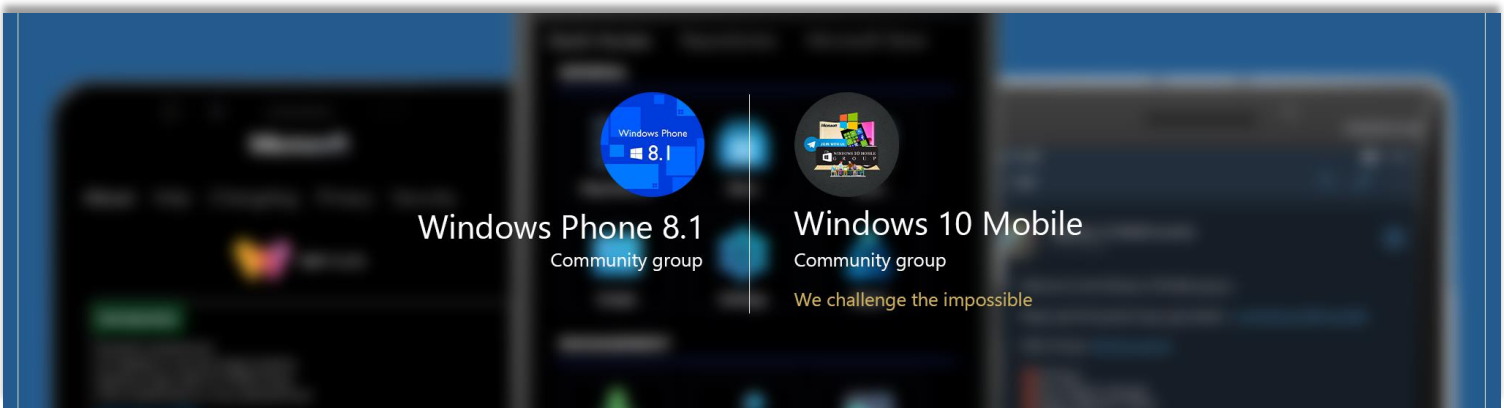
Windows Phone 8.1 (LUMIA)

Community Group

HOW TO IDENTIFY & REPACK **WINDOWS PHONE 8.1** APPLICATIONS

Requirements

- A Windows PC (Minimum: Windows 7 SP1 | Recommended: Windows 8 & above)



W10M Group YouTube Channel

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Apart from these documented Guides, we have started the roll up of **Video Versions** of each guide in our YouTube Channel.

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NOT AVAILABLE AT THE MOMENT

VIDEO DESCRIPTION

N/A

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Introduction

What exactly is repacking?

Repacking is the process which lets you pack an extracted valid application files into an installable package according to the design of the application (XAP/APPX)

By doing so, you can use that package to install the application into the same or any other device capable of handling sideloading.

Does this cover every Windows Phone 8.1 applications?

Yes, **this guide will cover repacking every applications available for Windows Phone 8.1**

Though, repacking Windows 10 Mobile applications arent't the focus of this guide.

When will I need this guide?

Mainly, there are two use cases for this guide;

1. *Repacking an application which was extracted from a device.*
2. *Repacking an application after modifying it's contents.*

Preparations

Download APPX Packer

(*Used in later in the guide*)

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Identifying application package type

For Windows Phone 8.1, there are two package types; **XAP** and **APPX/Bundle**.

These two package types consist of different designs which makes repacking process also different, so identifying what the package type of an application is mandatory before trying to repack it.

Identifying XAP applications

To determine If the package type of the application you have is XAP, go to the Application files that you need to Repack.

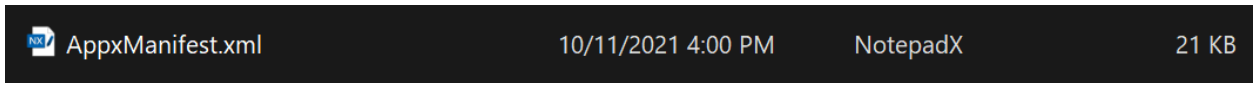
Look for a file named **WMAppManifest.xml** file.

If this file is among the Application files, then **it's a XAP application**.

Identifying APPX/Bundle applications

To determine If the package type of the application you have is APPX/Bundle, go to the Application files that you need to Repack.

Look for a file named **AppxManifest.xml** file.



If this file is among the application files, then **it's an APPX/Bundle application**.

NOTICE

XAP Applications **CAN** contain both **AppxManifest.xml** & **WMAppManifest.xml** file.

So always look if the **WMAppManifest.xml is** present among the files, don't decide by the **AppxManifest.xml** file.

If it's present, it's a XAP; if not, it's an APPX/Bundle, simple as that!

But, there more to identify if the application is APPX/Bundle, check next page!

Identifying Windows Phone 8.1 APPX/Bundle applications

APPX/Bundle packages are a common package type for both Windows Phone 8.1 & Windows 10 Mobile applications.

BUT just because the file type is equal, they are not the same!

Due to that, **Windows 10 Mobile APPX/Bundle applications will not work in Windows Phone 8.1**

(*But Windows Phone 8.1 APPX/Bundle applications will work in Windows 10 Mobile thanks to backward compatibility*)

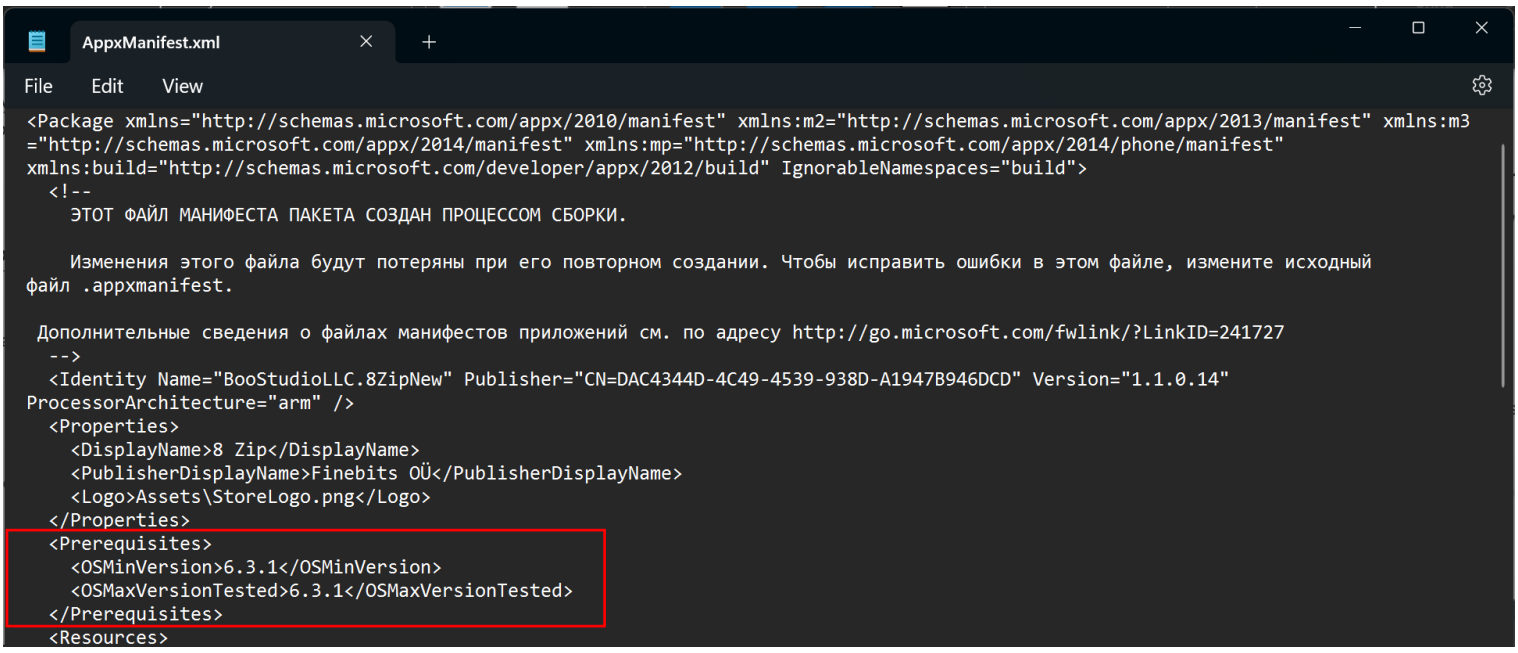
So, identifying if the package is a Windows Phone 8.1 APPX/Bundle is crucial if you are hoping to deploy it to a Windows Phone 8.1 Device, let's see how to;

> Open **AppxManifest.xml** file using any text editor (*Windows Notepad will do just fine*)

> Look for **Prerequisites** tag and check if the below values are the same in your file;

<OSMinVersion>6.3.1</OSMinVersion>

<OSMaxVersionTested>6.3.1</OSMaxVersionTested>



> If it's the same, then you can use that application in your Windows Phone 8.1 Device after repacking & deploying it.

Any value different than the above means that application will not work in Windows Phone 8.1 System!

Once you are done identifying, head on to repacking the application!

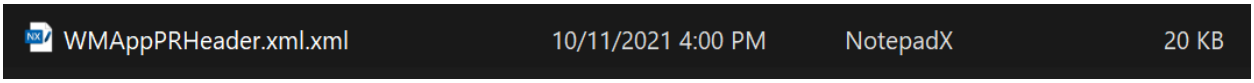
How to repack Windows Phone 8.1 applications

Let's see how to repack both XAP & APPX/Bundle applications types.

Repack XAP applications

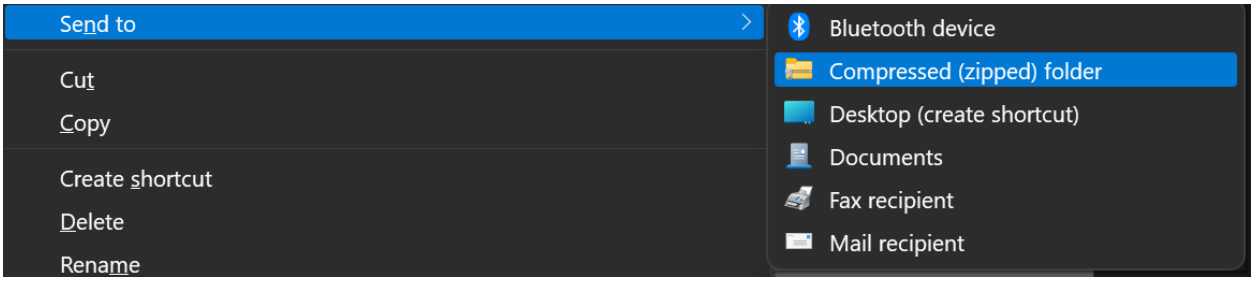
Go to the application files you need to repack.

> Find the **WMAppPRHeader.xml** & Delete that file.



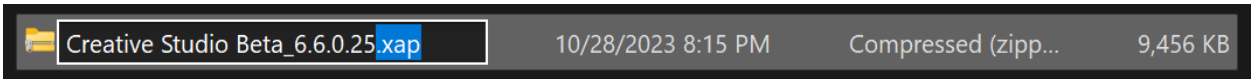
> Then, you need to **compress all the application files to a ZIP file.**

You can use the default Windows ZIP compression built-in to Windows explorer for this purpose.



> Once the file is compressed to a ZIP, **rename the extension** from **.zip** to **.xap**

It's that simple with XAP repacking!



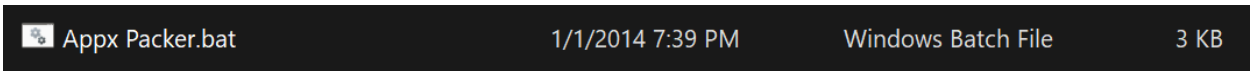
That's all you need to do.

Now go ahead and deploy the package to a Windows Phone 8.1 Device (/Windows 10 Mobile)

Repack APPX/Bundle applications

Make sure you have download APPX packer from Preparations.

> Open APPX Packer by executing the batch file.



> Then, you will be presented with this screen.

The process will have three stages where a user input is needed.

(*Only two if you are using APPX Packer v3.0 instead of v2.5*)

1. First, it will display **Enter the App Path:**

You need to enter the full path to the folder containing the application files which needed to be repacked into Appx/Bundle.

> Go to the folder and copy the address from the address bar in Windows Explorer.

> Paste it into CMD window and press Enter to continue.

2. Then, it will display **Enter the Output path**:

Now **you need to enter the path to any folder where you like to have the repacked Appx/Bundle package saved**.

(*In other words, the save location for the repacked Application*)

Ex: Create a new folder in desktop (*Preferably without spaces in name*), copy it's address from the address bar in Windows Explorer, paste it into CMD window & press Enter to Continue.

3. Lastly, it will display **Enter the app publisher:**

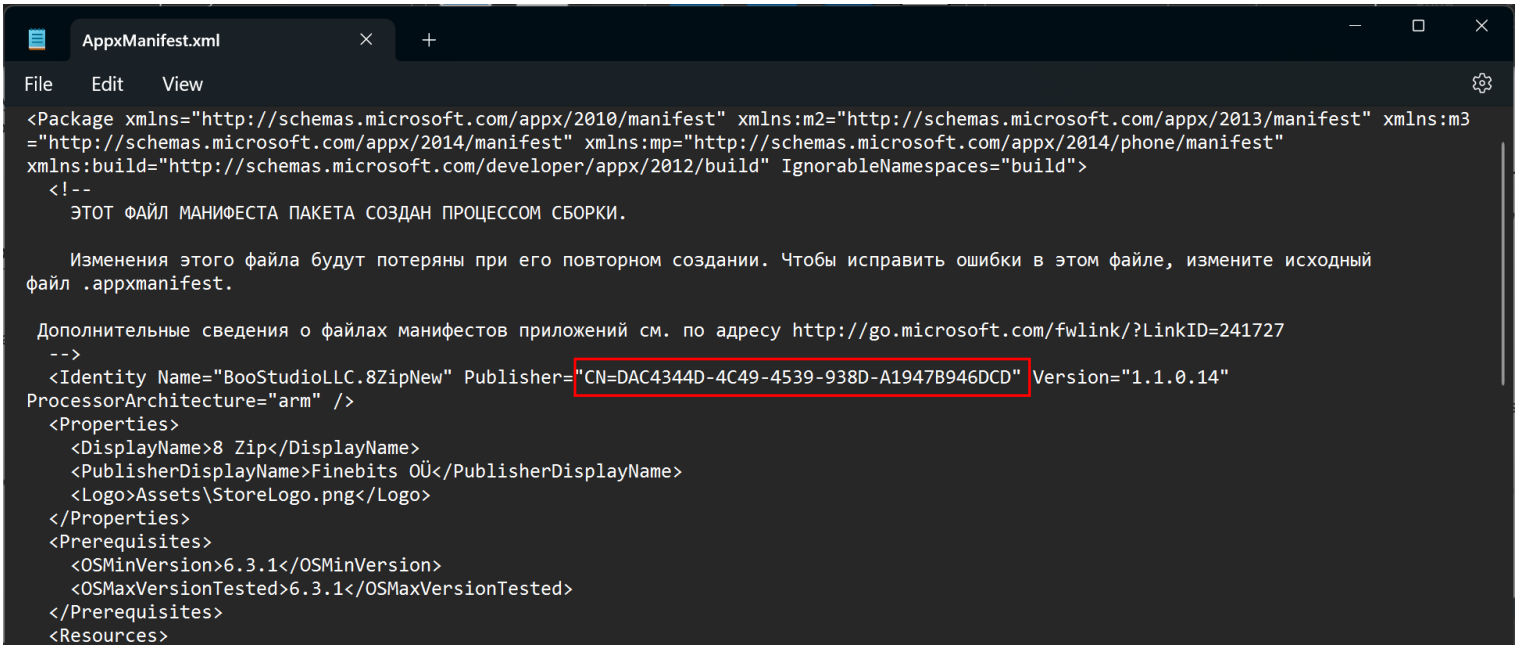
(*This step is not present in APPX Packer v3.0*)

For this, we need to enter the application publisher's ID.

We can acquire this from the **AppxManifest.xml** file of the application, so go open it (*Default Windows notepad is enough for this purpose*)

Look for **Publisher** and **copy the whole ID including the Double quotes**.

Then paste it into the command window and press Enter.

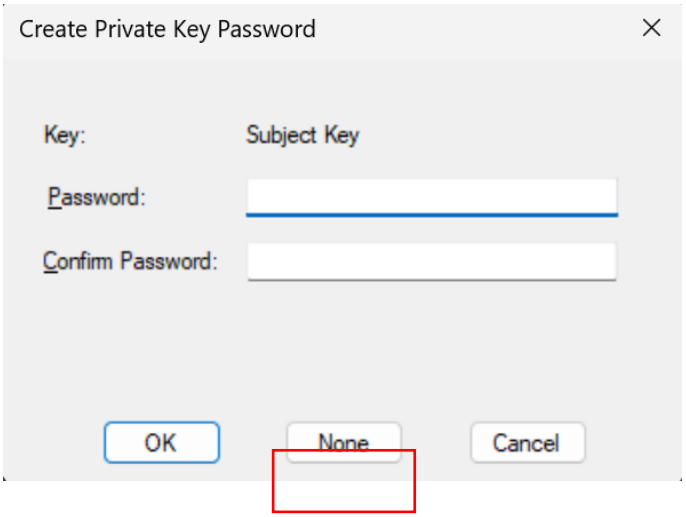


Sample Publisher ID in an AppxManifest.xml

Once you do that, you will see multiple command lines which means the repacking has begun.

> Then, Private key password prompt will show up.

Click **None**.



If all the inputs are correct and the application files are intact, then the **command window will turn white and show that it's completed.**

Number of files successfully Signed: 1

Number of warnings: 0

Number of errors: 0

```
Packing 1 file(s) in "\\?\C:\Users\Lasitha\Desktop\8-zip package" (content direc
-zip package\8-zip.appxbundle" (output file name).
Adding "\\?\C:\Users\Lasitha\Desktop\8-zip package\8-zip.appx" to the bundle as
le is "8-zip.appx".
Bundle creation succeeded.
The following certificate was selected:
    Issued to: DAC4344D-4C49-4539-938D-A1947B946DCD
    Issued by: DAC4344D-4C49-4539-938D-A1947B946DCD
    Expires:   Sun Jan 01 05:29:59 2040
    SHA1 hash: 3C37F4F74B3F8679DEB882A41E2AAEF8FE599132

Done Adding Additional Store
Successfully signed: C:\Users\Lasitha\Desktop\\8-zip package\8-zip.appxbundle

Number of files successfully Signed: 1
Number of warnings: 0
Number of errors: 0
```

> That's all, you will find the repacked packages in the Output folder you have given in second step of the repack process.

Deploy the package to the device!

TIP: *Deploy the APPXBundle package instead of APPX package if the application is a Windows Phone 8.1 application.*

[REFERENCE] How to deploy applications to Windows Phone 8.1

After repacking either XAP or APPX/Bundle applications into installable packages, you can the deploy them to your Windows Phone 8.1 device.

You can refer to our guides about application deployment to Windows Phone 8.1 for complete guidance!

DOCUMENTED VERSION: How to Deploy applications to Windows Phone 8.1

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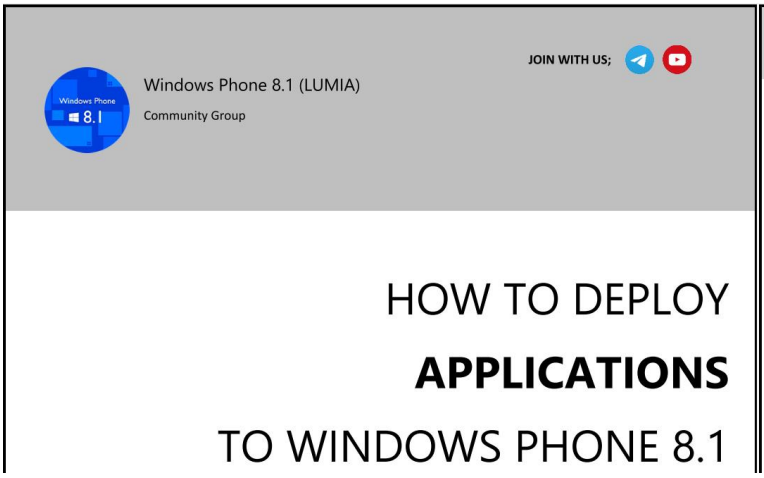

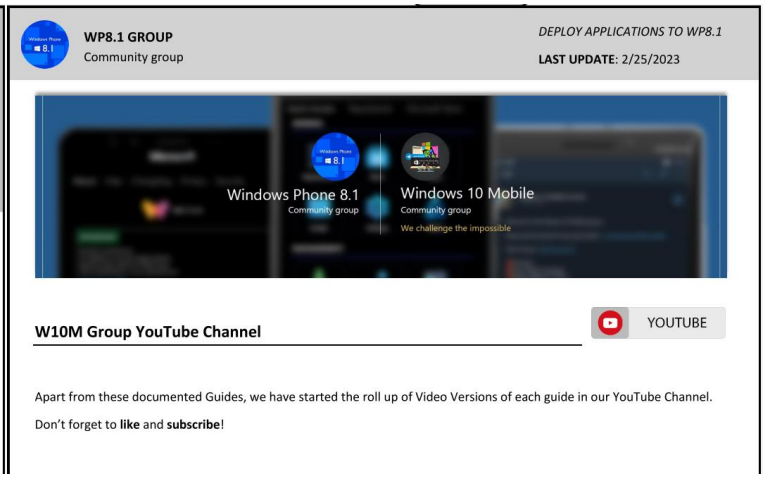

VIDEO VERSION: How to Deploy applications to Windows Phone 8.1

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Credits

- ✓ Microsoft for Windows Phone APP SDK Tools.
- ✓ Fadil Fadz for APPX Packer.

That's all for this guide!

THANK YOU!!

Lasitha Samarasinghe